

Countabout

Kids and computers just don't mix. Not if it's your computer that is. They take up far too much valuable hacking time. However it has to be conceded that micros do have a role in the pedagogic process, and so it is not without some reluctance that we have included a selection of educational programs, of which this is one. This is for the very small, and has been designed to keep them quiet while you have an algorithm to work on, whilst at the same time teaching them the basics of counting.

The program sets a series of counting problems from the numbers one to nine. You know, count the ships, flowers, cats, houses or whatever . . .

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10 REM COUNTABOUT
20 REM H.WALWYN
30 MODE 1:WINDOW #1,1,40,1,25:BORDER 0:INK
NK 0,0:INK 1,24:INK 2,20:INK 3,6:PAPER #
1,0:CLS #1
40 X=0:GOSUB 770
50 Z$=CHR$(10)+STRING$(8,8)
60 V=26:W=4
70 LOCATE 1,4:PRINT CHR$(24)"A counting
game for children aged 2 - 5.";CHR$(24)
80 GOSUB 350
90 LOCATE 8,22:PRINT"Press any key to st
art"
100 K = RND: IF INKEY$="" THEN GOTO 100
ELSE CLS #1
110 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
120 REM
130 Q=INT(RND*9)+1
140 K=INT(RND*5)+1
150 J=1:JL=6
160 FOR I = 1 TO Q
170 LOCATE J,JL
180 ON K GOSUB 550,590,640,680,720
190 IF INT(I/3)=I/3 THEN J=1:JL=JL+6 ELS
E J=J+7
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200 NEXT I
210 PEN 2:LOCATE 1,1: PRINT"H O W M A N
Y ";:PEN 3:PRINT N$;" ?":PEN 1
220 IF INKEY$<>" " THEN 220
230 A$=INKEY$: IF A$="" THEN 230
240 IF A$<"1" OR A$>"9" THEN 230
250 LOCATE V,W:PRINT" ";:LOCATE V,W+1:
PRINT" ";:LOCATE V,W+2:PRINT" ";
260 ON VAL(A$) GOSUB 420,430,440,450,460
,470,480,490,500
270 IF VAL(A$)=0 THEN GOTO 330
280 IF VAL(A$)=Q+1 OR VAL(A$)=Q-1 THEN 3
10
290 SOUND 1,180,5:SOUND 1,120,5:LOCATE 2
3,9:PRINT "NO - WRONG";
300 GOSUB 510: GOTO 210
310 SOUND 1,180,5:SOUND 1,120,5:LOCATE 2
2,9:PEN 2:PRINT "N E A R L Y";:PEN 1
320 GOSUB 510:GOTO 210
330 SOUND 1,180,5:SOUND 1,120,5:LOCATE 2
3,9:PEN 3:PRINT "CORRECT !!";:PEN 1
340 GOSUB 510:CLS:GOTO 120
350 REM instructions
360 PEN 3:LOCATE 1,1:PRINT"
COUNTABOUT":PEN 1
370 LOCATE 1,7:PEN 2:PRINT"There is no n
eed to use the ENTER key in this program
.":PEN 1
380 LOCATE 1,11:PEN 3:PRINT"Once the chi
ld knows where the numbers from 1 to 9
are on the keyboard, you can sit back an
d let the computer do a bit of teaching!
":PEN 1
390 RETURN
400 REM NUMBERS
410 PEN 2
420 PEN 2:LOCATE V,W: PRINT CHR$(231);CH
R$(232):LOCATE V,W+1:PRINT" ";CHR$(232):
LOCATE V,W+2:PRINT" ";CHR$(232):PEN 1:RE
TURN
430 PEN 3:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(233);CHR$(235);CHR$(236):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(235);:PEN
1:RETURN

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440 LOCATE V,W: PRINT CHR$(233);CHR$(235);
CHR$(234):LOCATE V,W+1:PRINT " ";CHR$(235);
CHR$(240):LOCATE V,W+2:PRINT CHR$(237);
CHR$(235);CHR$(236):RETURN
450 PEN 2:LOCATE V,W: PRINT " _ ":LOCATE
V,W+1:PRINT CHR$(231);" ";CHR$(232):LOCA
TE V,W+2:PRINT CHR$(238);CHR$(238);CHR$(239):
PEN 1:RETURN
460 PEN 3:LOCATE V,W: PRINT CHR$(241);CH
R$(235);CHR$(235):LOCATE V,W+1:PRINT CHR
$(237);CHR$(235);CHR$(234):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
470 PEN 2:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(242);CHR$(235);CHR$(234):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
480 PEN 3:LOCATE V,W: PRINT " __":LOCATE
V,W+1:PRINT " ";CHR$(231):LOCATE V,W+2:P
RINT " ";CHR$(231);" ":PEN 1:RETURN
490 PEN 2:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(242);CHR$(235);CHR$(240):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
500 PEN 2:LOCATE V,W: PRINT CHR$(233);CH
R$(235);CHR$(234):LOCATE V,W+1:PRINT CHR
$(237);CHR$(235);CHR$(240):LOCATE V,W+2:
PRINT CHR$(237);CHR$(235);CHR$(236):PEN
1:RETURN
510 FOR L=1 TO 1500:NEXT
520 LOCATE V,W:PRINT " ";:LOCATE V,W+1:
PRINT " ";:LOCATE V,W+2:PRINT " ";
530 LOCATE 22,9:PRINT " ";
540 RETURN
550 N$="H O U S E S"
560 PEN 3:PRINT " ";CHR$(247);CHR$(143);
CHR$(143);CHR$(143);CHR$(246);" ";Z$;CH
R$(247);CHR$(143);CHR$(143);CHR$(143);CH
R$(143);CHR$(143);CHR$(246);:PEN 2:PRINT
" "Z$;CHR$(232);" ";CHR$(232);Z$;C
HR$(232);" ";
570 PRINT CHR$(249);" ";CHR$(232);:PEN
1

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580 RETURN
590 REM CATS
600 N$="C A T S"
610 PRINT " ";CHR$(247);" ";CHR$(246);"
    ";Z$;" ";CHR$(143);CHR$(143);CHR$(143)
);CHR$(143)" ";Z$;"=";CHR$(244);CHR$(1
43);CHR$(143);CHR$(245);"=" "Z$;
620 PRINT CHR$(247);CHR$(143);CHR$(143);
CHR$(246);" ";Z$;" ";CHR$(143);CHR$(14
3);CHR$(143);CHR$(143);
630 RETURN
640 REM TELEPHONE
650 N$="T E L E P H O N E S"
660 PEN 2: PRINT CHR$(247);CHR$(143);CHR
$(143);CHR$(143);CHR$(216);" ";Z$;CHR
$(143);CHR$(143);CHR$(143);:PEN 1:PRINT"
    ";Z$;" (o)";
670 RETURN
680 REM BOATS
690 N$="S H I P S"
700 PEN 3:PRINT CHR$(22);CHR$(1);" ";C
HR$(143);CHR$(248);" ";CHR$(248);CHR$(24
8);Z$;:PEN 2:PRINT CHR$(244);":::::";CHR
$(245);CHR$(22);CHR$(0);:PEN 1
710 RETURN
720 REM FLOWERS
730 N$="F L O W E R S"
740 PEN 3:PRINT CHR$(244);CHR$(143);CHR$(
245);" ";Z$;" ";CHR$(250);" ";
Z$;" ";CHR$(250);" ";Z$;:PEN 1:PRIN
T" ";CHR$(251);
750 RETURN
760 STOP
770 REM
780 SYMBOL AFTER 230
790 SYMBOL 231,1,2,4,8,16,32,64,128
800 SYMBOL 232,128,128,128,128,128,128,1
28,128
810 SYMBOL 233,0,0,0,3,4,8,8,8
820 SYMBOL 234,0,0,0,192,32,16,16,16
830 SYMBOL 235,0,0,0,255,0,0,0,0
840 SYMBOL 236,16,16,32,192,0,0,0,0
850 SYMBOL 237,8,8,4,3,0,0,0,0
860 SYMBOL 238,255,0,0,0,0,0,0,0

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870 SYMBOL 239,255,128,128,128,128,128,128,128,128
880 SYMBOL 240,16,16,16,240,16,16,16,16
890 SYMBOL 241,0,0,0,15,8,8,8,8
900 SYMBOL 242,8,8,8,15,8,8,8,8
910 SYMBOL 243,255,1,1,1,1,1,1,1
920 SYMBOL 244,127,63,31,15,7,3,1,0
930 SYMBOL 245,255,254,252,248,240,224,192,128
940 SYMBOL 246,128,192,224,240,248,252,254,255
950 SYMBOL 247,0,1,3,7,15,31,63,127
960 SYMBOL 248,255,255,0,0,0,0,0,0
970 SYMBOL 249,213,171,213,171,213,171,213,171
980 SYMBOL 250,16,16,16,16,16,16,16,16
990 SYMBOL 251,0,60,126,126,126,126,60,0
1000 RETURN